

# *Night and Day*

a suite of scores composed by  
Nicholas Slaughter

Featuring music from:

Detective LaBounty and the Mystical Murdered

Mistress (2024)

&

The Eclipse (2024)

Submitted to the faculty of the  
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Larry Groupé, Director of Thesis

## Table of Contents

I.	<i>Detective LaBounty and the Mystical Murdered Mistress</i> (2024) . . . . .	1
	Score	
	Instrumentation . . . . .	2
	Program Notes . . . . .	3
	Score . . . . .	4
II.	<i>The Eclipse</i> (2024) . . . . .	11
	“Dusk in Daylight” (Normal Version)	
	Instrumentation . . . . .	12
	Program Notes . . . . .	13
	Score . . . . .	14
III.	<i>The Eclipse</i> (2024) . . . . .	24
	“Dusk in Daylight” (Eclipse Glasses Version)	
	Instrumentation . . . . .	25
	Score . . . . .	26

# Detective LaBounty and the Mystical Murdered Mistress

Score

directed by Graham Hastings

music by Nicholas Slaughter

Total Runtime - 3:31

Score - 3:31

# Instrumentation

*Detective LaBounty and the Mystical Murdered Mistress*  
(2024)

directed by Graham Hastings

music by Nicholas Slaughter

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1 Flute (doubling piccolo)

1 B-flat Clarinet (doubling Bass Clarinet)

1 Percussion (Suspended Cymbal, Crotales - bowed)

1 Harp

1 Violin

1 Cello

# Program Notes

*Detective LaBounty and the Mystical Murdered Mistress*  
(2024)

directed by Graham Hastings

music by Nicholas Slaughter

This score was written for one of twelve films made as part of IU's collaboration between the media school and Jacobs, "Double Exposure." This project had composers collaborate with student filmmakers to write a score for their short film, which would then be premiered with live musicians playing part of the score.

*Detective LaBounty* is a short comedy film in which the titular detective is called to investigate the disappearance of a university student, Abby. When LaBounty arrives at her dorm room, he discovers the place to be in a state of disarray. Fortunately, Abby is still there. Unfortunately, she seems to be possessed and promptly attacks LaBounty. When she knocks him out with a glass bottle over the head, he is rushed to the ER, where his vitals drop, and he appears to die. However, as soon as his phone rings (another case calling) he jolts up, brought back to life.

This score goes from a light-hearted jazz tune, to a dissonant horror sound, and back to upbeat jazz. This was also my first foray into writing anything significant in these styles, and I am proud of the product. For the jazz section, I wrote a 16-bar melody inspired by a few different jazz standards (namely Take the A Train) and orchestrated it with the instruments I had available. The jazz sections of the score primarily feature a pre-recorded combo (piano, drums, and bass) with the live instruments acting as a bit of timbral coloring. The horror section contrasts from this by exclusively using the live instruments. The saxophone that plays at the very end of the piece was performed by my director, Graham, who had expressed interest in contributing to the jazzy score I had written. He was wonderful to work with, very much wanting me to bring my artistic voice to the project and express it in a way I thought was best, a luxury that most filmmakers in the industry do not give to their composers.



# "Detective LaBounty"

*DX Score*

Nicholas Slaughter

## Upbeat Jazz Swing ( $\text{J} = \frac{3}{\text{J}} = \text{J}$ ) ( $\text{J} = 210$ )

Clicks start bar 1

Musical score for the Upbeat Jazz Swing section. The score includes parts for Flute, Clarinet, Percussion, Harp, Violin, Cello, Tenor Sax, Piano, and String Bass. The score starts with a dynamic *f*. The Harp part includes a key change from F to F#. The Cello part has a dynamic *mp* at measure 3. The Tenor Sax part has a dynamic *f* at measure 4. The Piano part has a dynamic *f* at measure 2. The String Bass part has dynamics *f* and *mp* at measures 2 and 4 respectively.

5      6      7      8      9      10      11      12      13

Continuation of the musical score. The score includes parts for Flute, Clarinet, Percussion, Bassoon (H. P.), Violin, Cello, Trombone (T. Sx.), Piano (Pno.), and Bass (Bs.). The Bassoon part has a dynamic *p* at measure 2. The Violin and Cello parts play eighth-note patterns. The Piano part has a dynamic *mp* at measure 2. The Bass part has a dynamic *f* at measure 4.

14      15      16      17      18      19      20      21

## CONCERT SCORE

**"Detective LaBounty"**

Fl.  
Cl.  
Perc.  
Hrn.  
Vln.  
Vc.  
T. Sx.  
Pno.  
Bs.

**22**      **23**      **24**      **25**      **26**      **27**      **28**      **29**

Fl.  
Cl.  
Perc.  
Hrn.  
Vln.  
Vc.  
T. Sx.  
Pno.  
Bs.

**30**      **31**      **32**      **33**      **34**      **35**      **36**      **37**

## CONCERT SCORE

**"Detective LaBounty"**

Fl.

Cl.

Perc.

Hp.

Vln.

Vc.

T. Sx.

Pno.

Bs.

**38****39****40****41****42****43****44****45****Half-tempo  $\text{♩}=105$**  **$\text{♩}=53$** 

Fl.

Cl. (to Bass Clarinet)

Perc.

Hp.

Vln.

Vc.

T. Sx.

Pno.

Bs.

**46****47****48****49****50****51**

**Eerie, suspenseful**

(In own time)

Bass Clarinet 3

Sus. Cymbal (Bowed)

bisbigl.

(to Piccolo)

Sus. Cymbal (Scrape w/stick)

**52****53****54****Terror**

Piccolo

Fl.

Cl.

Crotale (Bowed)

Sus. Cymbal (soft mallets)

A# -> A

(HT)

f

7

(to Bb Clarinet)

Vln.

Vc.

T. Sx.

Pno.

Bs.

$\text{J} = 45$

$\text{J} = 57$

**55****56****55** **57** **3****64****65****66****67**

## CONCERT SCORE

"Detective LaBounty"

## STINGER!!!

(HT)

Fl.

Cl.

Perc.

Sus. Cymbal (soft mallets)

Hp.

Vln.

Vc.

T. Sx.

Pno.

Bs.

**5**

**J = 195**

**J = 210**

**68****69****70****75****76****77****78**Upbeat Swing, again ( $\text{J} = \frac{3}{8}$ )

Fl.

Cl.

Perc.

Hp.

Vln.

pizz. (like guitar comping)

pizz. (unleash your inner Charles Mingus)

Vc.

mp

T. Sx.

Pno.

mf

Bs.

mp

**79****80****81****82****83****84****85****86**

## CONCERT SCORE

**"Detective LaBounty"**

Fl.

Cl.

Perc.

Hp.

Vln. *p*

Vc. *mp*

T. Sx.

Pno. *mf*

Bs. *mp*

87      88      89      90      91      92      93      94

Fl.

Cl.

Perc.

Hp. *mp*

Vln.

Vc.

T. Sx.

Pno.

Bs.

Harp cue

Flute

Harp cue

Harp cue

95      96      97      98      99      100      101      102

*rit.*

**$\text{♩} = 180$**

Sus. Cymbal (w/soft mallets)

*p*      *mp*

*arco*

**103**      **104**      **105**      **106**      **107**

The musical score consists of eight staves, each representing a different instrument or section of the orchestra. The instruments listed from top to bottom are: Flute (Fl.), Clarinet (Cl.), Percussion (Perc.), Bassoon (Bass), Violin (Vln.), Cello (Vc.), Trombone (T. Sx.), and Piano (Pno.). The score is divided into measures by vertical bar lines. In measure 104, there is a performance instruction 'Sus. Cymbal (w/soft mallets)' with three groups of three strokes each. Dynamics are marked with 'p' (piano) and 'mp' (mezzo-piano). Measure 105 begins with a dynamic 'arco' (bowing) over the strings. Measure 106 features eighth-note patterns on the bassoon and piano. Measure 107 concludes the page. Measure numbers 103, 104, 105, 106, and 107 are printed in boxes at the bottom of the page.

# The Eclipse

## “Dusk in Daylight (Normal Version)”

designed by Peter Lim, Jake Morgenstern, and Elikem Bleah

music by Nicholas Slaughter

Score - 8:10

# **Instrumentation**

*The Eclipse* (2024)  
“Dusk in Daylight (Normal Version)”

designed by Peter Lim, Jake Morgenstern, and Elikem Bleah

music by Nicholas Slaughter

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1 Bass Ocarina

Piano I

Piano II

1 Kalimba

1 Vibraphone - bowed

Violin I

Violin II

Viola

Cello

# Program Notes

*The Eclipse* (2024)  
“Dusk in Daylight (Normal Version)”

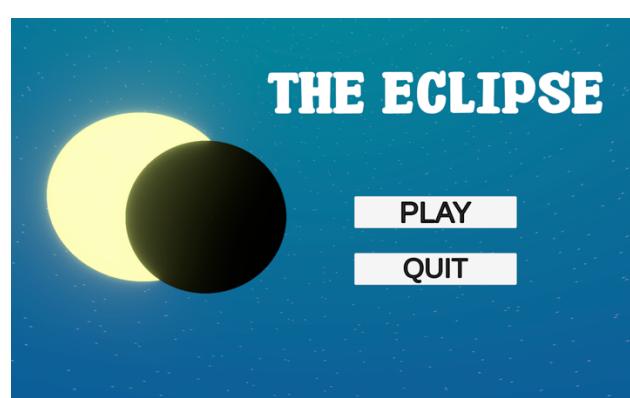
designed by Peter Lim, Jake Morgenstern, and Elikem Bleah

music by Nicholas Slaughter

*The Eclipse* was a game created as part of a collaboration between two IU student organizations: the Music & Games Society and Game Dev @ IU. In April 2024, these groups came together to put on a Game Jam, an event where game developers create a new video game from scratch within a short period of time (in this case, 72 hours). As a part of this game jam, several composers (including myself) joined teams of designers, programmers, and artists and we composed original music for the projects. I was in a team of five, including myself, the three game designers credited above, and a fellow composer, Sy Anderson. Sy's music plays during the title screen and my music plays during gameplay.

In *The Eclipse*, the player must navigate a mysterious environment and solve puzzles within a time limit. The game takes place during a total solar eclipse, and the player has until the eclipse ends (which takes exactly 8 minutes) to complete the puzzles before everything resets. Early in the game, the player finds a pair of eclipse glasses, which aids them by revealing hidden puzzle elements and letting them look directly at the eclipse without being blinded.

The two tracks I wrote- “Dusk in Daylight (Normal Version)” and “Dusk in Daylight (Eclipse Glasses Version)” -are both different variations of the same track with completely different instrumentation. The “Normal” version uses more real-sounding instrument samples (and a bass ocarina played by yours truly), while the “Eclipse Glasses” version only uses synthesizers. The track playing changes depending on whether the player is wearing the aforementioned eclipse glasses or not. These two tracks line up and are integrated in such a way that switching between the two is as seamless as possible.



# Dusk in Daylight (normal version)

for the game "The Eclipse" (2024)

Nicholas Slaughter

Very rubato  $\text{♩} = 64$

Bass Ocarina

Piano I  $mp$  with pedal

Piano II

Kalimba

Vibraphone

Violin I

Violin II

Viola

Cello

Measure numbers: 1, 2, 3, 4, 5, 6, 7, 8

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

Measure numbers: 9, 10, 11, 12, 13, 14

## CONCERT SCORE

## Dusk in Daylight (normal version)

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

**15**      **16**      **17**      **18**      **19**      **20**

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

**21**      **22**      **23**      **24**      **25**      **26**      **27**      **28**

## CONCERT SCORE

## Dusk in Daylight (normal version)

B. Oc  
Pno. I  
Pno. II  
Kalim  
Vib.  
Vln. I  
Vln. II  
Vla.  
Vc.

**29**      **30**      **31**      **32**      **33**      **34**

B. Oc  
Pno. I  
Pno. II  
Kalim  
Vib.  
Vln. I  
Vln. II  
Vla.  
Vc.

**35**      **36**      **37**      **38**      **39**      **40**

## CONCERT SCORE

## Dusk in Daylight (normal version)

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

41

42

43

44

45

46

47

48

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

49

50

51

52

53

54

55

56

57

## CONCERT SCORE

## Dusk in Daylight (normal version)

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

58

59

60

61

62

63

64

65

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

66

67

68

69

70

71

72

73

## CONCERT SCORE

## Dusk in Daylight (normal version)

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

74      75      76      77      78      79      80      81

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

82      83      84      85      86      87      88      89

## CONCERT SCORE

## Dusk in Daylight (normal version)

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

**90**

**91**

**92**

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

**93**

**94**

**95**

**96**

**97**

**98**

**99**

**100**

## CONCERT SCORE

## Dusk in Daylight (normal version)

B. Oc  
Pno. I  
Pno. II  
Kalim.  
Vib.  
Vln. I  
Vln. II  
Vla.  
Vc.

**101**      **102**      **103**      **104**      **105**      **106**

B. Oc  
Pno. I  
Pno. II  
Kalim.  
Vib.  
Vln. I  
Vln. II  
Vla.  
Vc.

**107**      **108**      **109**      **110**      **111**

## CONCERT SCORE

## Dusk in Daylight (normal version)

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

112

113

114

115

116

117

118

119

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

120

121

122

123

124

125

## CONCERT SCORE

## Dusk in Daylight (normal version)

B. Oc

Pno. I

Pno. II

Kalim

Vib.

Vln. I

Vln. II

Vla.

Vc.

6

4

126

127

128

129

# The Eclipse

“Dusk in Daylight (Eclipse Glasses Version)”

designed by Peter Lim, Jake Morgenstern, and Elikem Bleah

music by Nicholas Slaughter

Score - 8:10

# **Instrumentation**

*The Eclipse (2024)*

“Dusk in Daylight (Eclipse Glasses Version)”

designed by Peter Lim, Jake Morgenstern, and Elikem Bleah

music by Nicholas Slaughter

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Synth Lead

Toothbrush Synth

Synth Kalimba

Synth Bells

Synth Pad (Beauty)

Synth Pad (Bocca)

Synth Pad (Frozen)

Synth Bass

# Dusk in Daylight (eclipse glasses version)

for the game "The Eclipse" (2024)

Nicholas Slaughter

Very rubato  $\text{♩} = 64$

Musical score for the first section of the piece, featuring eight staves:

- Synth Lead: Empty staff.
- Toothbrush Synth: Staff with a dynamic *mp*. The notes are eighth-note pairs.
- Synth Kalimba: Empty staff.
- Synth Bells: Empty staff.
- Synth Pad (Beauty): Staff with sustained notes. Dynamics: *p*, *mp*, *p*, *mp*, etc.
- Synth Pad (Bocca): Staff with sustained notes. Dynamics: *p*, *mp*, *p*, *mp*, etc.
- Synth Pad (Frozen): Empty staff.
- Synth Bass: Empty staff.

1

2

3

4

5

6

7

8

Musical score for the second section of the piece, featuring eight staves:

- Lead: Empty staff.
- Toothbrush: Staff with eighth-note pairs.
- "Kalimba": Empty staff.
- Bells: Empty staff.
- Beauty: Staff with sustained notes. Dynamics: *p*, *mp*.
- Bocca: Staff with sustained notes. Dynamics: *p*, *mp*, *p*, *mp*.
- Frozen: Empty staff.
- Bass: Empty staff.

9

10

11

12

13

14

## CONCERT SCORE

## Dusk in Daylight (eclipse glasses version)

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

15

16

17

18

19

20

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

21

22

23

24

25

26

27

28

## CONCERT SCORE

## Dusk in Daylight (eclipse glasses version)

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Boca

Frozen

Bass

Measure numbers: 29, 30, 31, 32, 33, 34

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Boca

Frozen

Bass

Measure numbers: 35, 36, 37, 38, 39, 40

## CONCERT SCORE

## Dusk in Daylight (eclipse glasses version)

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

**41****42****43****44****45****46****47****48**

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

**49****50****51****52****53****54****55****56****57**

## CONCERT SCORE

## Dusk in Daylight (eclipse glasses version)

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

**58****59****60****61****62****63****64****65**

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

**66****67****68****69****70****71****72****73**

## CONCERT SCORE

## Dusk in Daylight (eclipse glasses version)

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

74

75

76

77

78

79

80

81

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

82

83

84

85

86

87

88

89

## CONCERT SCORE

## Dusk in Daylight (eclipse glasses version)

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

90

91

92

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

93

94

95

96

97

98

99

100

## CONCERT SCORE

## Dusk in Daylight (eclipse glasses version)

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

101      102      103      104      105      106

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

107      108      109      110      111

## CONCERT SCORE

## Dusk in Daylight (eclipse glasses version)

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

**112**    **113**    **114**    **115**    **116**    **117**    **118**    **119**

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

**120**    **121**    **122**    **123**    **124**    **125**

## CONCERT SCORE

## Dusk in Daylight (eclipse glasses version)

Lead

Toothbrush

"Kalimba"

Bells

Beauty

Bocca

Frozen

Bass

6

4

126

127

128

129